

Coruscant: Center of the Empire

Planet Hoppers: April 2003

By [Cory Herndon](#)

Welcome to "Planet Hoppers," a new feature on the *Star Wars Roleplaying Game* website. Each month, we'll bring you a set of articles on a particular world in the *Star Wars* galaxy that a Gamemaster can use separately or as a linked series of events.

April's subject is Imperial Center -- the planet formerly known as Coruscant. Be sure to check back each week for the next installment!

Part 1: Bright Lights, Very Big City

In which a promising young officer visits Coruscant for the first time and is inducted into the Intelligence division.

Part 2: Heart of Ice

In which an ISB recruit meets his new boss, Intelligence Director Ysanne Isard.

Part 3: Dangerous Pawns

In which insurgents carry out an assassination plot against the Emperor himself -- a plot that comes disturbingly close to success.

Part 4: Eyes of Red and Blue

In which the new YI-5 surveillance/interrogation droid gets a test run on an unwilling subject.



About the Author

One-time *Star Wars Roleplaying Game* editor Cory J. Herndon is now a freelancer. Cory's work has appeared in *Amazing Stories*, *Duelist*, *TopDeck*, *Star Wars Gamer*, *Dragon*, and *SCIFI.com*. He has done additional design work on the *Star Wars Roleplaying Game* revised core rulebook (primarily the Droids chapter), *The Dark Side Sourcebook* (creatures and archetypes), and the *Wheel of Time Roleplaying Game*. He is also the author of Volumes 5 and 6 of the **Magic: The Gathering Encyclopedia**. Cory's short story "Like Spider's Silk" appears in the *Secrets of Magic* Anthology. He asks that you please purchase a copy of it and the **D&D** novel *The Living Dead* for every room in your home. Cory is currently authoring original content for Xbox.com, writing the third book in an upcoming *Magic: The Gathering* novel trilogy, and continuing to design *Star Wars Roleplaying Game* material for the Wizards website. Learn more than you probably ever wanted to know about Cory at www.hernco.net.

Part 1: Bright Lights, Very Big City

Catalogued by Archivist Cory Herndon

ARCHIVIST'S NOTE: This four-part series is derived from a new museum exhibit now on display at the Imperial Heritage Museum in Galactic City. This exhibit, titled "Imperial Justice: Triumph of the New Order," examines the case of a saboteur who, the court found, engineered an assassination attempt on the Emperor himself.

Planet: Imperial Center (Coruscant)
Planet Type: Terrestrial
Climate: Temperate
Terrain: Urban cityscape
Atmosphere: Breathable
Gravity: Standard
Diameter: 12,240 km
Length of Day: 24 standard hours
Length of Year: 368 local days
Sentient Species: Human, many alien species
Languages: Basic
Population: 1 trillion
Species Mix: 70% Human, 30% Other
Government: Dictatorship
Major Exports: None
Major Imports: Foodstuffs, medicinal goods
System/Star: Coruscant

Planets	Type	Moons
Revisse	Molten rock	0
Platoril	Barren rock	0
Vandor-1	Barren rock	0
Vandor-2	Barren rock	0
Vandor-3	Terrestrial	0
Coruscant	Terrestrial	4
Muscave	Gas giant	21
Stentat	Gas giant	23
Improcco	Ice ball	1
The Covey	Asteroid field	-
Nabatu	Barren rock	0
Ulabos	Frozen rock	0
Obo Rin	Comet cluster	-

Sector: Galactic Core

Note: The above planet information was derived from the *Star Wars Roleplaying Game* accessory [Coruscant and the Core Worlds](#) and altered slightly for this article.

A Message from Corporal Vune Willic

Dear Mother and Father,

Though I have never visited our family's ancestral homeworld, the spires of Imperial Center and Galactic City feel somewhat familiar. It reminds me of our home city on Carida -- the architecture, anyway. Imagine the same layering of modern structures over old-style classical buildings you see around the Academy, only on a planetary scale, and you'll begin to get my meaning. I'm dictating this letter while riding in the back of an air taxi to grandfather's apartment, where I shall pay my respects, and then I'm off to meet with my new commanding officer. But first, a bit about my arrival.

I had hoped the transport might dock in orbit and allow me to ride down to the surface on a skyhook, but lately those have been closed off to the public due to Rebel threats. Instead, we came in over the northern pole, where enormous automated machines provide drinking water to the rest of the planet. It's true that Coruscant -- that is,

Imperial Center -- really does have icecaps. Air traffic was heavy, and I fear our pilot must have been overworked. We nearly flew directly into the path of one of the orbital solar reflector stations, which could have blotted out the sun on the surface and cooked us all in the shuttle!



We then passed over the area the locals call the Works, an old industrial sector reborn. According to the shuttle captain, the plants turn out hundreds of TIE fighters and other assorted craft every day. A large portion of the military and Corps of Engineers is also stationed here. I had thought that was where I was being delivered, since architecture and engineering are my specialties.

To my surprise, our transport flew on to the heart of Galactic City itself! The shuttle set down in the Senate district, a towering collection of clustered spires and glorious towers occupied by the administrative offices and the residences of those said to have the Emperor's ear. Banners and holo-displays have already been set up for the next Galactic Games, which will begin in just a few days (I guess that explains the heavy air traffic). A subordinate of my new commanding officer met me on the platform, a striking fellow who bears a passing resemblance to the famous Grand Moff Tarkin. He told me to meet my grandfather and get settled, then report to his office in two hours for a briefing on my first mission. I am still uncertain what that mission will entail, but my mysterious contact confirmed that all of my skills would be required.

We're getting close to grandfather's home near the Entertainment district, and what a difference a few levels down can make! Even at mid-morning, synthetic lighting and hologrammatic adverts have replaced natural sunlight. Every form of entertainment seems to be available, from drinking to gambling to gladiator fights. I intend to spend some time here as soon as duty allows. Perhaps my skills will be needed to inspect the architectural safety of these lower levels, which must be a marvel of engineering. I'm told they descend for kilometers downward.

I've arrived at the landing pad outside grandfather's complex. I'll be sure to pass on your best wishes.

Your son,

Corporal V. Willic

Imperial Center

As the local saying goes, "Only Imperials live in Imperial Center." This is not literally true, of course -- non-Humans make up a sizeable portion of the populace, even during the Rebellion Era -- but it reflects the view of the common Coruscanti that only good Imperial citizens, especially good Human Imperials, use that official designation for the planet that all have previously known as Coruscant. By the time young Imperial Officer Vune Willic arrives, Imperial Center has otherwise changed little from the time of *Star Wars: Attack of the Clones*.

This month's series of articles on Imperial Center makes use of characters created for the *X-Wing* novels. Check them out!

Part 2: Heart of Ice

Catalogued by Archivist Cory Herndon

ARCHIVIST'S NOTE: Here we see a private entry in the triple-encrypted personal holographic journal of saboteur Vune Willic from the day he met the officer who would ultimately uncover his treachery: Ysanne Isard.

Transcribed from "Imperial Justice: Triumph of the New Order" with permission of the Imperial Heritage Museum.

Vune Willic's Personal Journal

It seems the Corps of Engineers may not be my ultimate destination. Against a friend's better judgment, I have decided to record recent events for posterity -- the life of an ISB agent is glorious, but all too often brief. I have been on Imperial Center for less than a week. Yesterday, I received my orders from the head of Internal Security herself: Security Director Isard.

Her office occupies a small but well-situated corner suite in the Senate district, with a surprisingly broad view of the skyline and the city canyons below. As severe and cold as her reputation is, I immediately sensed that one accepts her orders and acts on them ultimately out of respect, if not outright fear. She is not a woman to be lightly betrayed or disappointed; those who do either find themselves regretting it for the rest of their short lives. After only a few hours on the job, I'd already heard the stories that she may have turned in her own father, the former director, to attain her position.

Once I had accepted the job with not a little pride, I received my first assignment, a brutal task that I then had no choice but to carry out. To my surprise, it had nothing to do with my primary areas of expertise -- architecture and engineering -- and everything to do with the fact I had led the Academy sharpshooting team.

The Director informed me that a Rebel agent operating under long-term deep cover had been discovered in the heart of Galactic City itself: specifically, the very quarter of the upper levels where my grandfather lived. The ISB Director wanted the agent terminated, not captured, and grandfather's apartment window offered a perfect shot at the unit the Rebel occupied. I was given a jet black disruptor rifle with a handful of cartridges. The targeting scope was keyed to an ident tag the ISB had attached to the spy. I also received an encrypted comlink directly to Isard so she would know when the deed was done.

I fulfilled my first mission that very night. I was mounting the rifle in a casing made to resemble an astronomical telescope when I heard grandfather return from the Outlander, a nightclub where he claimed to spend all his time and money. The rifle in my hand began to whine faintly, which I recognized as the targeting lock on the scope. Yet I saw no targeting indicator when I aimed out the window. With dread, I opened the sliding door onto the balcony and swung the "telescope" around toward the entryway and gazed through the "eyepiece."

A small red indicator blinked where my grandfather stood. Only one charged shot from the sniper rifle was required, and the high-powered disruptor vaporized the Rebel spy Korval Willic on the spot. He did not even appear to be surprised.

As promised, ISB agents removed me from the premises. I spent the last night in debriefing and received a commendation, along with my next assignment, from Director Isard.

I'm in it deep now.



Ysanne Isard: Female Human Noble 2/Soldier 4/Officer 7; Init +2 (+2 Dex); Defense 22 (+10 class, +2 Dex); Spd 10 m; VP/WP 67/10; Atk +13/+8/+3 melee (1d3, punch) or +13/+8/+3 melee (2d4, vibrodagger) or +15/+10/+5 ranged (3d8, heavy blaster pistol); SQ Bonus class skill (Bluff), favor +1, inspire confidence, leadership, requisition supplies, tactics, uncanny survival; SV Fort +8, Ref +9, Will +10; SZ M; FP 4; DSP 15; Rep +6; Str 10, Dex 14, Con 10, Int 19, Wis 14, Cha 16. Challenge Code E.

Equipment: Offices, Security Director's uniform, heavy blaster pistol, vibrodagger, encrypted comlink, personal *Lambda*-class shuttle.

Skills: Astrogate +8, Bluff +16, Computer Use +20, Demolitions +8, Diplomacy +14, Disguise +8, Gather Information +16, Intimidate +15, Knowledge (Forensics) +13, Knowledge (Genetics) +14, Knowledge (Imperial Center) +12, Knowledge (Politics) +17, Knowledge (Streetwise) +14, Knowledge (Technology) +12, Pilot +9, Read/Write Basic, Read/Write Huttese, Sense Motive +15, Speak Basic, Speak Geonosian, Speak Huttese, Speak Ryl, Speak Rybet, Spot +7.

Feats: Combat Reflexes, Dodge, Heroic Surge, Frightful Presence, Infamy, Influence, Persuasive, Skill Emphasis (Spot), Starship Operation (starfighter), Trustworthy, Weapons Group Proficiencies (blaster rifles, blaster pistols, heavy weapons, simple weapons, vibro weapons).

Part 3: Dangerous Pawns

Catalogued by Archivist Cory Herndon

The trial of Vune Willic brought a great deal of formerly classified documents into the legal domain, and now the Imperial Heritage Museum offers a truly special account -- a report on the attempted assassination of the Emperor by Rebels at the Galactic Games, dictated by Security Director Isard herself, prepared for Vune Willic's court-martial hearing. But first, for historical perspective, the exhibit presents a contemporary HoloNet news account.

Rebels Strike Galactic Games, Emperor Unhurt

Relieved Citizens Applaud Capture of Assassin

GALACTIC CITY, Imperial Center -- Rebel spies have staged a daring assassination attempt against Emperor Palpatine at the opening ceremonies of this year's Galactic Games. Fortunately for all citizens, the plot was stopped through quick action of the Emperor's Guard and, according to some eyewitnesses, the Emperor himself.

The day began with a glorious red sunrise and an inspiring parade of athletes from all participating worlds of the Empire. The skies over the Senate district were clear for the first time in years as the planetary government diverted all automated traffic patterns around the area. The Emperor was slated to open the festivities with a speech to his subjects at the end of the parade, but the speech would be late.

According to official spokespersons, a Rebel saboteur named Vune Willic infiltrated the Imperial military and successfully planted scan-shielded thermal detonators in the Emperor's speaking platform. These sources say "quick-thinking" Guardsmen noticed some unnecessary equipment mounted on the platform, and the gathered crowds gasped as a pair of red-robed guards leapt from the dais and climbed down the sides of the structure, reaching several of the explosives in time.

Then the area was rocked by a single blast, one last bomb that the Guardsmen could not reach. Screams and gasps of alarm rang in the morning air, but the crowds were soon expressing relief -- though a few retainers lay unmoving on the battered platform, the Emperor stood, unharmed, and strode boldly to the dais's edge, scanning the crowd. As footage from the scene shows (**see GCN HoloFile 7784D2**), the sharp-eyed Emperor spotted Willic fleeing the scene and ordered him apprehended. Some eyewitnesses, who wished not to be named, claimed that the saboteur actually froze on the spot and collapsed when the Emperor stood to examine the assembly. Though no doubt the craven Rebel had simply lost his nerve and begun to cower in fear, the display still left citizens more in awe of our benevolent leader than ever.

The Emperor began his address to the visiting Games participants only two hours behind schedule, and his inspiring words will no doubt propel the athletes to new levels of glory. Already, several medals have gone to the Coruscanti athletes, who thanked the Emperor and his encouragement for their success.

Authorities have told Galactic City News that Willic faces a public trial next week.

Classified Brief on the Galactic Games Incident

Filed by Ysanne Isard, Director, Internal Security

I hereby declare this a complete and true account of the Galactic Games incident and the part played by Lieutenant Vune Willic.

Vune Willic was recommended to me by a trusted operative. Though I would soon learn the error of my ways, I found him to be an intelligent, capable young officer loyal to the Empire and extremely talented in the fields of engineering and demolitions. He was assigned to lead the engineering team in charge of building the Emperor's dais for the Galactic Games address. The previous team leader died suspiciously, and I suspected the team may have been infiltrated by Rebel scum. Lieutenant Willic was to ensure the Emperor's safety and root out the spies, if any.

Unfortunately, I was not able to penetrate the web of deceit that Willic had laid until it was almost too late. The day



of the assassination attempt, a pair of YI-5 droids found DNA evidence implicating the Rebel in the death of the previous team leader, Lieutenant Brot Gorrell. But Willic was not able to play us for fools after all.

Thanks to coordination between Internal Security and the Imperial Guard, Vune Willic has been apprehended and interrogated, and he is scheduled for execution in two days. I ask the court that the traitor's death by firing squad be broadcast on wideband HoloNet to viewers across the Empire. Although the Emperor -- to my surprise -- forgives the confused young man's transgression and has asked the court to sentence Willic to life imprisonment, the people of the Empire believe he must pay the ultimate price.

Part 4: Eyes of Red and Blue

Catalogued by Archivist Cory Herndon

In the end, Vune Willic's time on Imperial Center was short. The last major piece of the Imperial Heritage Museum's "Imperial Justice: Triumph of the New Order" exhibit had to be heavily edited for public consumption before it became a coherent narrative.

The confession itself was obtained by a YI-5 Surveillance/Interrogation droid. Vital statistics on that droid, now a workhorse of the ISB, follow. Note that some sections, including the true record of the Games incident, the betrayal of a new recruit, and the conspirators involved in the plot, were not included in the actual museum exhibit until the New Republic era.

YI-5 Performance Report and Interrogation Transcript*

SUBJECT: Vune Willic

INTERROGATION SUPERVISOR: Security Director Ysanne Isard

YI-5 PURSUIT RECORD: Day of incident, this unit tracked subject Vune Willic through the underlevels of Galactic City. Subject visited Coco Town district and the Outlander nightclub on way to Galactic Games assignment in the Senate district. Subject observed committing the following crimes: Loitering, pit gambling, speaking via unlicensed encrypted comlink. Preprogrammed data records subject in act of setting explosives.

YI-5 INTERROGATION RECORD: TRUTH SERUM ADMINISTERED. INTERROGATION SUPPORT SUBROUTINES INITIATED. HOLOCAM INITIATED.

SUBJECT CONFESSION: I, Vune Willic, confess to the crimes of which I'm accused. I cannot deny the record. I further avow that I did not act alone in this endeavor, and have handed over the names of my co-conspirators to Director Isard. I pray the Empire against which I have committed these crimes will grant me the quick death I deserve.

**Translated from binary.*

Performance Review: YI-5 Surveillance/Interrogation Droid

Classified Review Commentary by Internal Security Director Ysanne Isard

The new YI-5 espionage droid has continued to exceed expectations, and I heartily endorse the construction of several thousand more to supplement ISB operations on Imperial Center and beyond. Their small size, unobtrusive appearance, and stealth capabilities will provide much-needed reliable information.

The droid's dual-purpose function has proven most useful -- once the droid surreptitiously gathers evidence against a Rebel, saboteur, or other criminal, its interrogation subroutines and specialized equipment help the interrogator pry needed information from the accused. The YI-5 helps establish confessions when needed, and to provide important clues in the case of an overarching conspiracy. I have also requested that the droid design team research additional micro-weaponry for mission-specific goals. The tiny droids make excellent trackers and interrogators; perhaps they could serve equally well as hunter-killer units.

In the case of Vune Willic, the YI-5 unit performed well beyond its programming. The droid's holocamera did an excellent job synthesizing and modifying certain holographic images featuring Willic himself that guaranteed the subject would eventually accept his own guilt and accept his fate **[See transcript]**. The "impartial" evidence gathered by the droid allows us to use Willic as a public scapegoat for the assassination attempt, while executing the actual conspirators in secret. Naturally, the public could not be allowed to learn that several of the Emperor's most valued officers had turned traitor. Instead, we have given the citizens a lone Rebel madman that can and will be punished for all to see. Of course, the Emperor was never in actual danger; our ruler himself saw to that. After all, I was acting on his direct orders.



**Ysanne Isard's eyes.
Coincidence, we're sure . . .**

Addendum: Though I suspected at first that three foolish design techs had been having a joke at my expense, I have been assured by the droid design division that the droid's red-and-blue "eyes" are simply specialized optical sensors tuned to all heat (red) and light (blue) signatures. I hereby remove the outstanding termination order on Corporals Gonrey, Vypass, and Streln.

YI-5 Surveillance/Interrogation Droid

The YI-5 is a diminutive, gadfly droid shaped like a flattened ovoid. A pair of optical sensors (one red, one blue) and a holocam projector are mounted atop the unit. Retractable tool mounts are on the droid's "belly," as is the repulsorlift. The stealth field works as camouflage, changing the droid's color to roughly match its surroundings.

YI-5 Series: Hovering surveillance/interrogation droid, Expert 5; Init +2 (+2 Dex); Defense 17 (+1 class, +4 size, +2 Dex); Spd 2 m, fly 14 m (good); VP/WP -/3; Atk +4 melee (1d4-3, claw) or +4 melee (1d4-3 + truth serum, hypodermic syringe) or +3 melee (2d6, electroshock probe) or +3 melee (2d4, vibroscalpel), +9 ranged; SQ Stealth field (+12 equipment bonus to Hide checks), truth serum (injected subject must make Will save against DC 26, failed save means the subject must truthfully answer all direct questions for one half hour.); SV Fort -3, Ref +7, Will +4; SZ D; FP 0; DSP 0; Rep +1; Str 4, Dex 15, Con 3, Int 13, Wis 10, Cha 6. Challenge Code C.

Equipment: Improved holorecorder (holds three hours of data), improved sensor package, infrared vision, locked access, magnetic feet, repulsorlift unit (flight quality: good), self-destruct system, stealth field, tool mounts x 4 (claw, hypodermic syringe, electroshock probe, vibroscalpel).

Skills: Computer Use +8, Disable Device +8, Gather Information +8, Hide +18, Listen +9, Read/Write Basic, Read/Write Binary, Repair +8, Speak Basic (understand only), Speak Binary, Spot +9, Search +6.

Feats: Skill Emphasis (Listen), Skill Emphasis (Spot), Weapons Group Proficiencies (simple weapons, vibro weapons).